1. **Record Nr.** UNISA996574963903316

   Titolo 2021 IEEE International Conference on Robotics and Biomimetics (ROBIO) / / Institute of Electrical and Electronics Engineers

   Pubbl/distr/stampa [Place of publication not identified] : , : IEEE, , 2021

   ISBN 1-66540-535-X

   Descrizione fisica 1 online resource

   Disciplina 629.892

   Soggetti Robotics - Research
   Robots

   Lingua di pubblicazione Inglese

   Formato Materiale a stampa

   Livello bibliografico Monografia

   Sommario/riassunto Mobile robotics, medical robotics, tele robotics, robot vision, sensing, sensor networks, multirobot systems, virtual reality, human machine interface, human robot interaction, intelligent systems, Computational Intelligence, Emerging Technologies, robot learning, artificial intelligence, machine learning Humanoid robots, biologically inspired robotics, biomimicking robots systems, soft robots, flying robots, underwater robots and snake robots Smart structures, materials, and actuators, cellular molecular motors, MEMS nano fabrication, micro nano robotics, micro nano manipulation, micro nano sensing.

2. Record Nr.	UNINA9911047718303321
Autore	Thomason Jane
Titolo	Infinite Playgrounds : Gaming as the Architecture of Tomorrow / / by Jane Thomason
Pubbl/distr/stampa	Cham : , : Springer Nature Switzerland : , : Imprint : Springer, , 2026
ISBN	3-032-08527-6
Edizione	[1st ed. 2026.]
Descrizione fisica	1 online resource (306 pages)
Collana	International Series on Computer, Entertainment and Media Technology, , 2364-9488
Disciplina	794.815
Soggetti	Video games - Programming
	Multimedia systems
	Games
	Technological innovations
	Science - Social aspects
	Game Development
	Multimedia Information Systems
	Games Studies
	Technology Commercialization
	Science and Technology Studies
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di contenuto	Chapter 1. The Evolution of Gaming -- Chapter 2: Web3, Digital Property Rights and the NextGen Internet -- Chapter 3. Digital Assets and Tokenisation -- Chapter 4. Building the New Gaming Economy -- Chapter 5. Bridging the Digital Divide Through Play -- Chapter 6. Gamifying Life, Learning, Health, and Consumer Behaviours -- Chapter 7. "Ethics and Gaming -- Chapter 8. AI and Adaptive Worlds -- Chapter 9. Neural Gaming and the Brain Computer Interface Frontier -- Chapter 10. The Gamer's Edge: Skills for the Digital Century -- Chapter 11. Infinite Playgrounds: Gaming and the Architecture of Tomorrow -- Technical Companion.
Sommario/riassunto	"Infinite Playgrounds: Gaming as the Architecture of Tomorrow" explores how gaming is rapidly evolving from entertainment into a driving force for culture, economy, and technology. It examines the

convergence of artificial intelligence, blockchain, Web3, immersive worlds, and esports, showing how these innovations are transforming not only how games are played but also how they shape work, learning, health, and global connectivity. This book covers the rise of play-to-earn economies, user-generated content, and mobile-first gaming, alongside the emergence of phygital realms that blend digital and physical experiences. Through case studies, technical insights, and critical analysis, it reveals how gaming is building new markets, fostering inclusion, and creating opportunities for both players and creators. By charting challenges around ethics, regulation, and digital trust, it offers a roadmap for navigating the future of this fast-changing industry.